WARNING:
READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT.
Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR SEGA CD:

1. This Puggsy CD is intended solely for use with the Sega CD
2. Do not bend it, crush it or submerge it in liquids.
3. Do not leave it in direct sunlight or near a radiator or other sources of heat.
4. Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD.
5. KEEP YOUR CD CLEAN. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth - wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

STARTING PUGGSY:

1. Set up your Sega CD system according to the instruction manual supplied with the system. Puggsy is programmed to take full advantage of the Sega CD System's stereo capabilities, so hook your Sega CD up to a stereo to fully experience the awesome sound effects and soundtrack!
2. Insert the control pad into number 1 port.
3. Make sure that there is no cartridge in the slot on your Genesis. If there is, **turn the power off** to your system, and then remove the cartridge. **Warning: Never insert or remove a cartridge from the console while the power supply is on!**
4. Follow the instructions provided with your system to open the CD drive and insert the CD onto the bed of the drive, making sure that the printed side face upwards.
5. Close the drive following the instructions which came with your Sega CD System
6. Press the **START** button to begin play.
7. After a brief pause, you should see the Sega logo. If it fails to appear, turn the console off, make sure that it is set up correctly and turn the machine back on.
8. To skip the introduction, press the **START** button until the Main Menu appears.
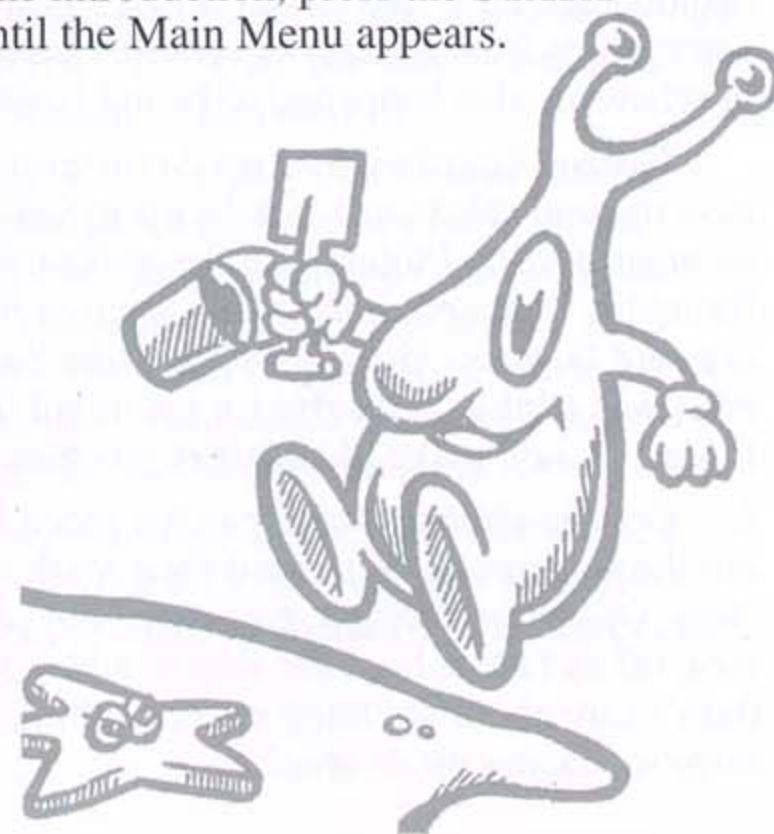
THE STORY SO FAR...
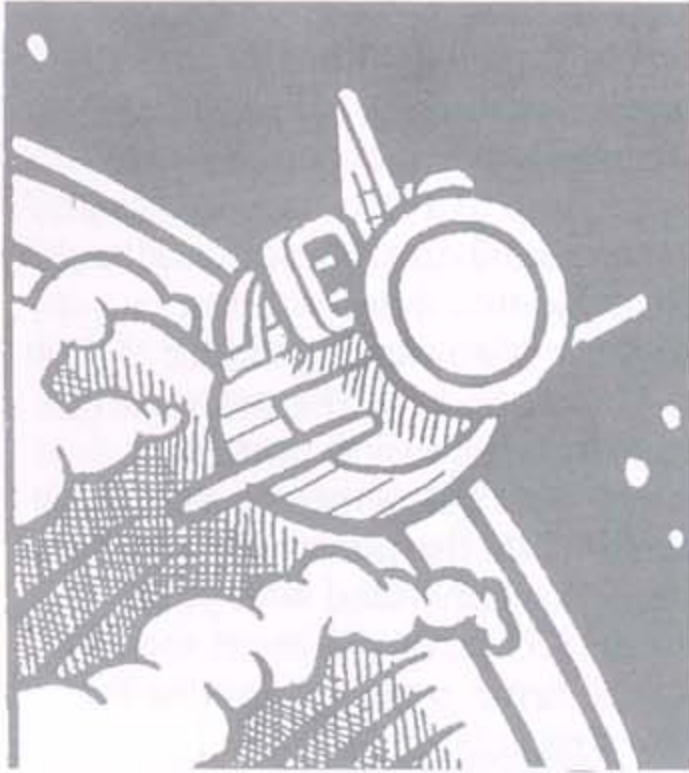
Puggsy was out for a morning drive through space one day, to pick up his daily ration of foogleburnks. Puggsy was enjoying some righteous tunes on his intergalactic equivalent of a radio, and just tapping his little toes to keep himself company during the drive though the asteroid belt. Meanwhile, darker forces were at work...

Deep within his asteroid space fortress, the evil pirate Gorzon was in a really foul mood. His eggs had been severely undercooked at breakfast, and his toast had been burnt to a crisp. For no reason at all, Gorzon decided that he'd like to take a drive himself, and take some of his frustrations out on some hapless space junk, or whatever else happened to be in his way.

Gorzon launched his space cruiser into the darkness of deep space, as black as his mood. Meanwhile, an unsuspecting Puggsy had the grave misfortune of flying his little spaceship a bit too close to Gorzon's asteroid fortress. Gorzon decided that the little orange craft was a bit too colorful for his mood, and that Puggsy would make ideal target practice.

Gorzon chuckled evilly as his green lasers lanced out through space, and found their mark on Puggsy's ship. Of course, Puggsy got scared out of his wits, and took off as fast as his little ship would carry him. He didn't care about anything except getting away from the huge menacing pirate ship!

Puggsy took advantage of the first chance he had to get into hyperspace, hoping to get away from Gorzon. The pirate wasn't done yet, though, and followed Puggsy into hyperspace, just because he was in a really stinkin' bad mood!

Puggy's little ship was no match for the huge pirate cruiser. Gorzon caught up to Puggsy in no time at all, and just rammed into Puggsy's little orange ship for the sheer pleasure of it. (Boy, Gorzon's a real jerk, isn't he?) Puggsy was sent spiraling out of control, and fell out of hyperspace. He spiraled right towards a nearby uncharted planet.

The planet's gravitational field reached out like a vice and grabbed hold of poor Puggsy's ship. Puggsy managed to safely land his wounded spaceship in the water on this strange planet.

With no other options, Puggsy left the spaceship to try to find some help, or at least try to phone home. After wandering around a forest for a while, and meeting nobody who even knew what a foogleburnk was, Puggsy gave up and went back to his spaceship...only to find that his spaceship was GONE!
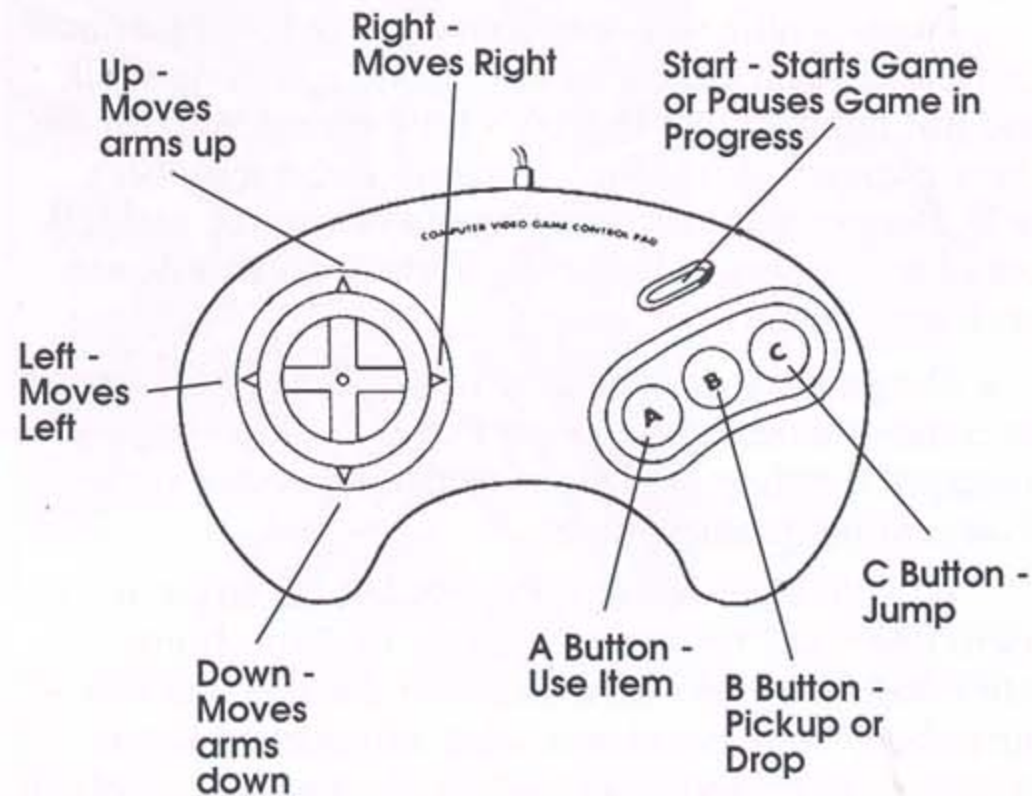
Now Puggsy's in a real mess. Not only is he stranded on an strange alien planet fifteen light years from his home space station, Stardock, but now he's had his spaceship stolen! There are bad days - and then there are really stinkin' rotten days!!!

And so Puggsy's got a problem - major league. I mean, it's bad enough losing your keys downtown without a ride home. Being stranded on a planet without so much as a skateboard to get you around is a little more distressing! Not even Captain Kirk or Mr. Spock had to cope with that! But, undiscouraged, Puggsy is determined to get his stolen spaceship back.

So, armed with nothing but his tiny arms, and a healthy helping of your wits and reflexes, Puggsy's going to try to get his bulbous body back to Stardock where he belongs!

SO WHAT DO THESE STRANGE ALIEN CONTROLLER-THINGS DO?

Up - Moves arms up

Right - Moves Right

Start - Starts Game or Pauses Game in Progress

Left - Moves Left

C Button - Jump

Down - Moves arms down

A Button - Use Item

B Button - Pickup or Drop

The Puggsy game allows you to customize the Control Pad to your liking. The default button functions are given here:

Up -   Moves arms up
Down -   Moves arms down
Left -   Moves Left
Right -   Moves Right
A Button -   Use Item
B Button -   Pickup or Drop
C Button -   Jump

MAIN MENU:

Here's where Puggsy starts all of his adventures. You'll see a picture of the beach where Puggsy lands. You're given the option here to Start the Game, Adjust the Options, Enter the Junior levels, or start a Time Trial game.

You can get to this menu from the Introduction sequence by pressing the **START** button.

Make your selection by pressing the **UP** and **DOWN D-BUTTONS** to highlight your choice, and then press the **START** button to select.

If you just leave the game sitting on this screen, a demonstration program will begin, showing a few of the levels in Puggsy, and also a quick tutorial of how to control him.

START:

Start here when you're ready to explore Puggsy's world. This option allows you to begin your adventures.

OPTIONS:

Enter the Options menu by highlighting the selection and pressing start. You select the option you'd like to change by pressing the **UP** and **DOWN D-BUTTONS**. Pressing the **START** button on the controller will return you to the Main Menu.

Control

Puggsy can JUMP and PICK-UP, DROP & USE OB-JECTS. This menu allows you to configure the control pad buttons as you prefer. Select the arrangement you prefer by pressing the **LEFT** or **RIGHT D-BUTTONS**.

Lives

This option adjusts the number of chances you have to help Puggsy get his ship back. Each heart represents a life. You may give yourself up to 7 lives by pressing on the **RIGHT D-BUTTON**. Decrease the number of lives and make the game harder by pressing the **LEFT D-BUTTON**, giving Puggsy fewer lives.

Password

This option will allow you to either load a saved game from your Sega CD's Battery Backed-up RAM, or enter

a password to skip to a later level. Press the **A** button while this menu option is highlighted to enter the Password Menu. There are two options on this page.

Load - Pressing the **A** button while this option is highlighted will load a saved game from your Sega CD System's Battery Backed-Up RAM. Of course, you must have one saved before you can load one!

Enter Password - Pressing the **A** button while this option is highlighted will allow you to enter passwords to skip to later levels of play. Once you have completed a section, (such as THE BEACH) you can press the **START** button while you're looking at the map, and choose to show the password for this level. A password will appear in the upper-right-hand corner of the map screen. Record this password (or should that be pass number???). If you should decide that you'd like to play your game on another Sega CD system (where you don't have your game saved), you can enter the password here. You can also use this to mark your position if you're short on Save Positions in your Sega CD system.

Select the Password Entry screen by moving the highlight down to the Enter Password option, and pressing either the A, B, or C button on the Control Pad. Then, highlight the appropriate number in your password by moving with the **LEFT** and **RIGHT D-BUTTONS**. Pressing the A button will enter the number currently highlighted. You can move through the password by pressing B to move left, and C to move right.

Sound complicated? It's not, really. Just give it a try. You'll be a pro in no time!

From this menu, press the **START** button to return to the Options menu.
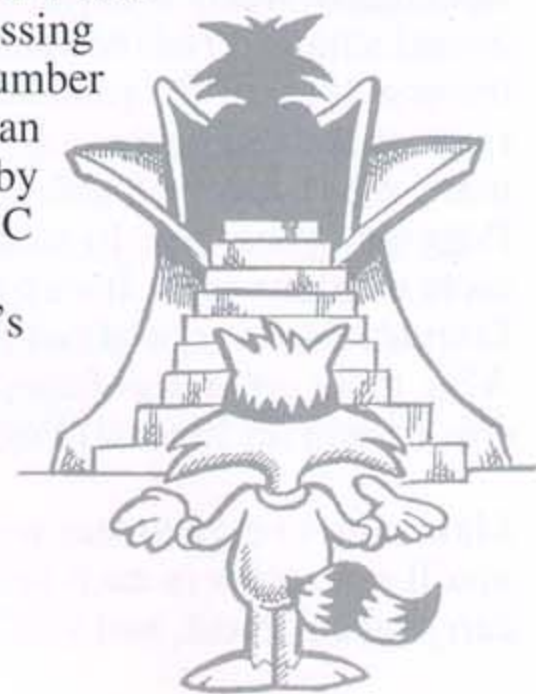
JUNIOR:

Get accustomed to Puggsy's strange behavior by taking him through the Junior section: a section that's also ideally suited to the younger player. Here you'll be gently hurled into Puggsy's quest in the softest, most lovable way possible. You'll also learn how to grab the gun and shoot things. Oh, what great fun you'll have!
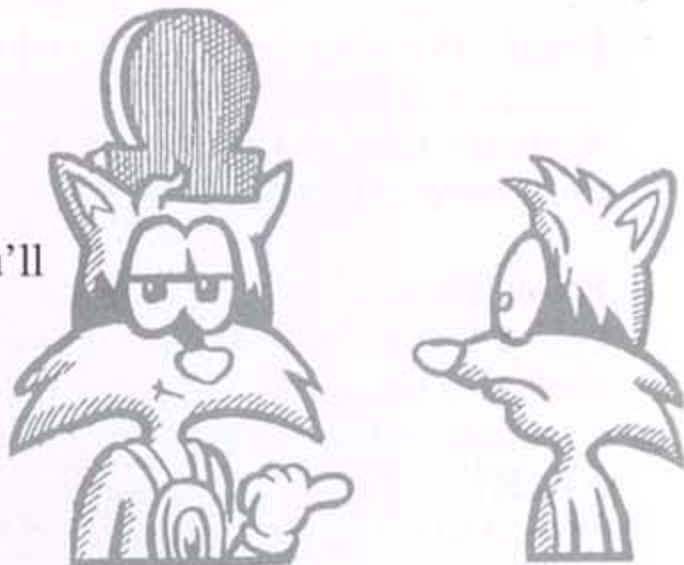
This section's pretty much like the full game, except that the monsters are relatively kind and leave you alone (most of the time.) The downside, though, is that the Junior island is tiny!
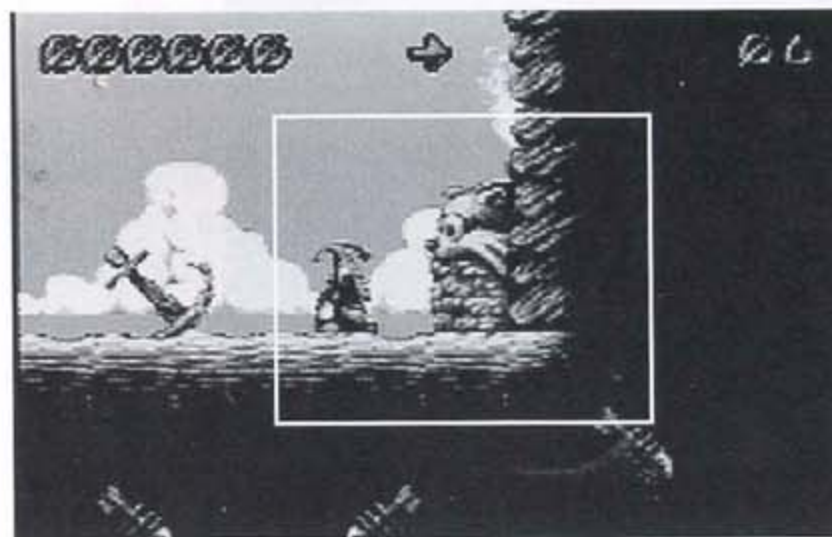
TIME TRIAL:

When you've mastered Puggsy, you can play completed levels against the clock! This adds an extra dimension to Puggsy's adventure. Play against your friends to determine the supreme Puggsy champion!

PUGGSY'S OBJECTIVE:

All Puggsy wants is to get off the planet and get home. Sound simple? Heh heh heh... To do this, he must traverse most of the game levels, and leave by the exit! (pictured left). The thing is, that the island has a great many paths, some of which might not lead towards Puggsy's spaceship. In addition, some levels may have more than one exit! It's up to you to make your way from level to level and not from level to dead end! Also, there are loads of special secret levels and short cuts to help (or hinder!) Puggsy on his way.

Make sure to experiment with all of the weird objects you'll run across in each level. Go through the exit carrying an object, and you'll receive a hefty bonus - the

better the object the heftier the bonus. By the same token, the more objects Puggsy manages to haul out through the exit with him, the more bonus points he'll receive!

THE GAME:

Puggsy can walk left or right, jump, shoot, and pick stuff up. So far, this doesn't sound overly exciting, does it? Well, what makes Puggsy unique is the Total Object Interaction to be found within the game. Puggsy can interact with hundreds of on-screen objects which he must use to get along in the game. Find a box with a pair of sneakers in it, pick it up, press the Use button, and Puggsy will put them on and become a world-class sprinter! Grab the invincibility shield, press Use, and suddenly, you become Super-Puggsy! Hurl yourself in to those rascally raccoons as if your life depends on it - because it doesn't - you're now invincible! (For more on TOI see the Objects section).

You'll discover tons of objects along your journey, but it's up to you to find out just what they're all for. Use the section at the back of this manual to note what all the objects do. However on some levels, you'll be given clues to find a certain object by the clue chest. Use it and it'll tell you what object to look out for.

Some of the objects you'll just stand on or will have to position in strategically important places to finish the level. Others, you must use in a certain ways. But it's up to your ingenuity to decide just how to use them.

If you get stuck on a screen, you can restart it, without losing a life, by pausing the game by pressing the **START** button, and then pressing the A, B and C buttons at the same time.
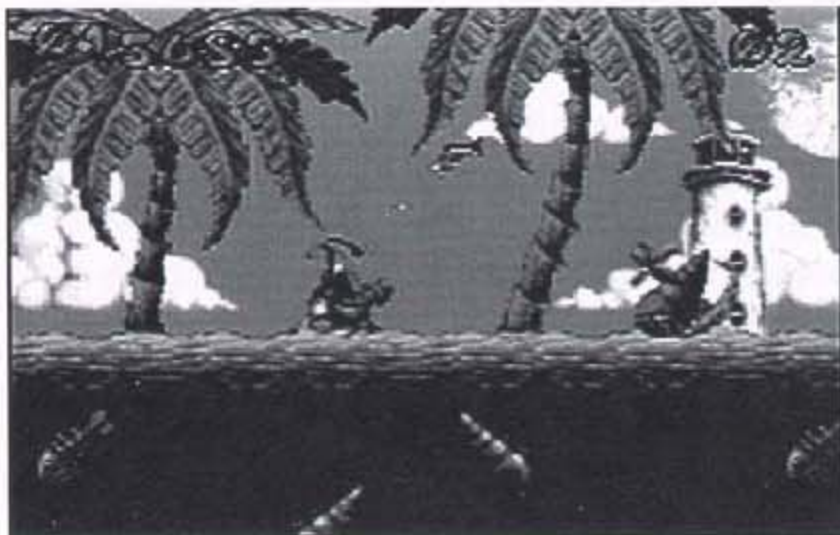

Controlling an out-of-control Puggsy
The height Puggsy jumps is dependent on the length of time the JUMP button is pressed down. There are therefore thousands of variations available to Puggsy at any time. Plus, apart from just allowing Puggsy to jump around, you can also squash most enemies by jumping on top of them and pressing the **DOWN D-BUTTON**.

The Pick-up/drop button allows Puggsy to (Surprise!) pick up or drop an item. If Puggsy is close to an object, press this button and he'll pick it up, assuming he's not already holding one. Press the button again and he'll drop it. And if two objects are piled on top of each other, grab either the top or bottom one by moving Puggsy's arms up or down (by pressing on the **UP** or **DOWN D-BUTTONS**) and then the pick-up button. Easy as pie!

Also, Puggsy has the unusual ability to throw stuff around. Rather than just dropping the object Puggsy's carrying, try pressing the direction arrows either up or diagonally upwards and pressing drop. The object will be hurled in the direction you've chosen, and will leave a trail of sparkles as it flies. This is really handy, because if the sparkling object hits any enemy, they'll be sure to notice!

When trying to jump onto objects that are too high, Puggsy can use stuff he's carrying to help him get a grip on the surface and haul himself upwards. First, hold his arms up high, and then jump towards the ledge. Once Puggsy is bouncing up and down on the ledge, and hanging on with the object, hold the **DOWN D-BUT-TON**. Once Puggsy bounces into the air, you can steer him in the direction you want him to go! Cool, huh?
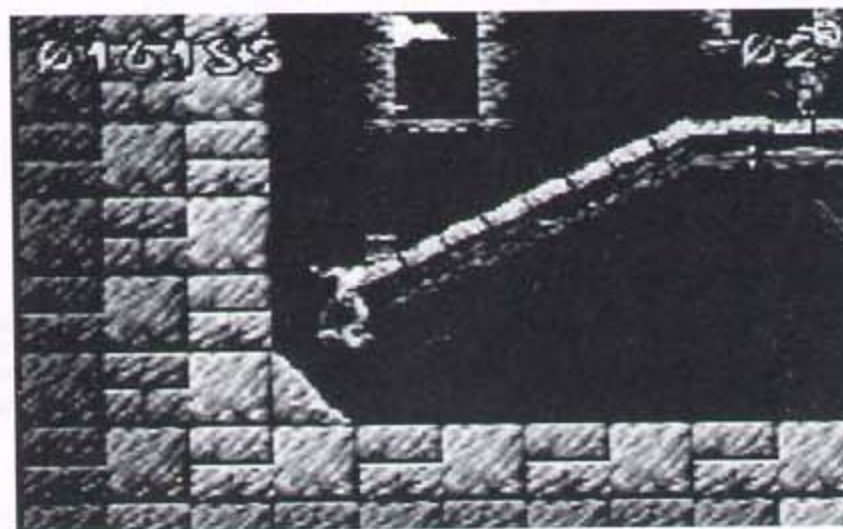
A couple of final points. If Puggsy finds himself on top of a pile of objects, pressing the **DOWN D-BUTTON** lets him drop through the objects one at a time. And if you find things are happening just a little too quickly, then pause the game at any time by pressing the **START** button.

What's Happenings?

On most levels, happenings can be found. These can usually be identified by the fact that something is happening or is about to happen. This happening must happen in order for you to complete the level. Confused? It's OK. So are we...

Happenings take the form of switches, locks, ropes, cannons and bunches of other mechanisms which must be used to continue to the next level.

These items can be activated by objects found on that level. For example, let's say that you find a cannon. Find and pick up the match, walk to the cannon, drop the match onto the cannon and (KABLOOEY!) the cannon fires. Find a switch, get any solid object and walk into the switch with the object and that switch will be switched and, if you drop an object near it, will stay switched!

Objects Curiosity

Puggsy uses a fantastic system called Total Object Interaction (TOI). This means that just about all of the objects play a vital part in completing the game. It also means that they act and interact exactly as they would if
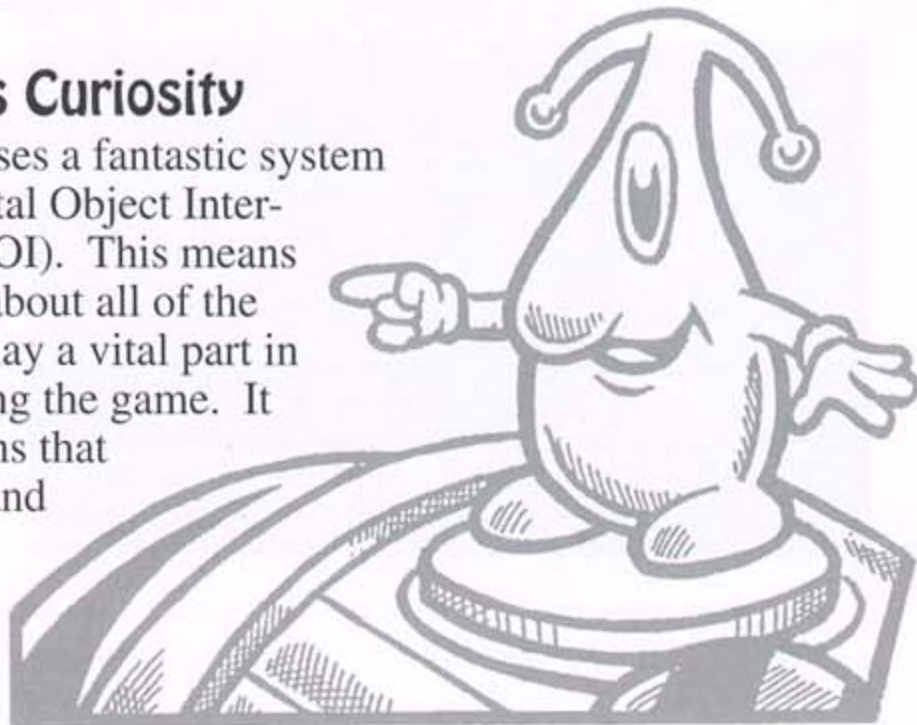
you or I were using them in the real world (well, more or less. I mean you wouldn't want things to be as boring as in real life now would you?!?). Almost all objects can be moved, thrown, stood upon, stacked, and used. They are subject to gravity, they'll bounce, float (or sink) in water, get blown around by fans and so on.

Each object also has its own weight. If Puggsy is carrying a heavy object, he cannot jump as high as if he was carrying a light object. On the other hand, if Puggsy is getting blown around by a fan, holding a weighty object might let him walk towards it more easily. Obviously, heavy objects cannot be thrown as far as light ones, but light objects will be affected much more by fans. Buoyant objects will float in water and if Puggsy stands on a few of these, he can stand on water without getting too wet! Similarly, he can inflate balloons, hold onto them and float up into the air as they rise!

Bear in mind that there is usually not a single fixed solution to a problem, so it's up to you to use your ingenuity to solve them.

A quick word about a few special objects. The sneaker, as mentioned earlier, allow Puggsy to dash around at twice the speed. However, if Puggsy is hit by an enemy while wearing the shoes, he'll merely lose them and not a life. The shades work in a similar fashion. Put on the shades and not only will Puggsy look like Mr. Ultra-Cool, he'll also be able to take a hit from an enemy without losing a life.

Also, you'll sometimes find a pink-and-white shield. This is an invincibility shield. Use this, and you'll be able to do just about anything without fear of losing a life.

Lastly, occasionally, you'll find a little heart. These are free lives, so grab these up whenever you can! If you manage to exit a level with one of these in your grasp,

you'll be awarded an extra life to be added to your collection!

(Piccies of a few of the objects)

You'll get the hang of it as you go along. But beware, the puzzles just keep on getting trickier as you progress.

MAP SCREEN

Between levels, you'll see an end of level screen followed by a map of the entire island. The square box to the left shows where you've just been and offers you a new destination. Move the tiny Puggsy in the picture along the path with the **D-BUTTONS** to progress through the game. If you come to a dead end, you can retrace your steps on this screen. Press **B** or **C** to enter the level that the tiny Puggsy's standing on.
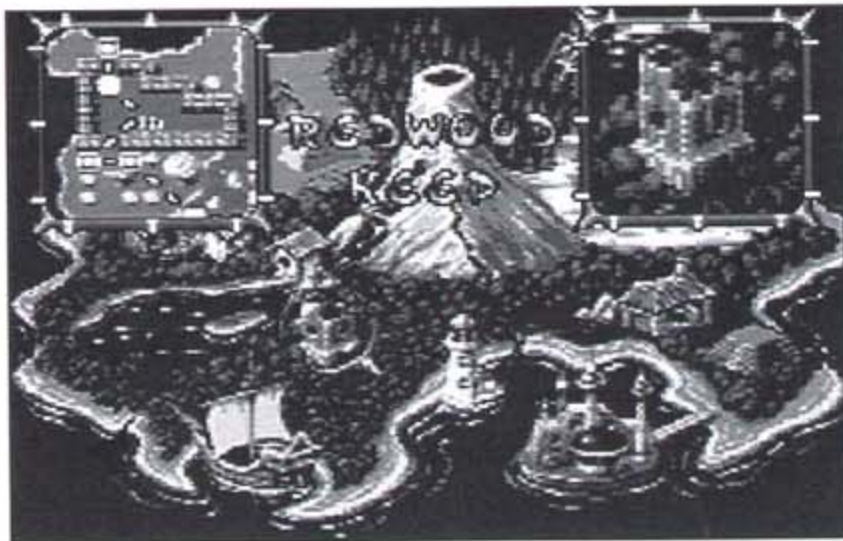
Button A removes the magnified box in the upper-right-hand corner of the screen.

Button B and **Button C** enter the selected level (after a short pause).

START enters the Map Menu. This screen is covered in detail below.

Map Menu:

You'll see a list of options when you enter this area. Move up and down through the options with the **UP** and **DOWN D-BUTTONS**, and press the **START** button to make your selection.

Continue: Continues the current game, putting you back on the Map Screen.

Show Guardians: This will display all of the guardians. Guardians with a line through them have already been defeated.

Show/Remove Password: This will show a password which will allow you to pick up at this point on any copy of Puggsy, on any Genesis or Sega CD system. Puggsy CD allows you to save your game to your Sega CD system's Battery Backed-up RAM, but this option is useful if you want to play Puggsy at your friend's house, or if you're short on Sega CD Backup RAM save slots.

Save and Continue: This will save your game position to your Sega CD Backup RAM, and then return you to the Map Screen. You can later restore your saved games by using the **Passwords** selection in the **Options** menu on the main menu. See your Sega CD User's Manual for further details on your Sega CD System's Battery Backed-UP RAM.

Save and Restart: This option will save your current game position to your Sega CD Backup RAM, and then start the game over with the introductory sequence. You can later restore your saved games by using the **Passwords** selection in the **Options** menu on the main menu. See your Sega CD User's Manual for further details on your Sega CD System's Battery Backed-UP RAM.

GUARDIANS

Every so often, you'll encounter a Guardian. These are here to try and stop Puggsy getting his spaceship back and they must be defeated for Puggsy to succeed! There are 8 evil Guardians, each of whom you must hit 6 times to defeat.
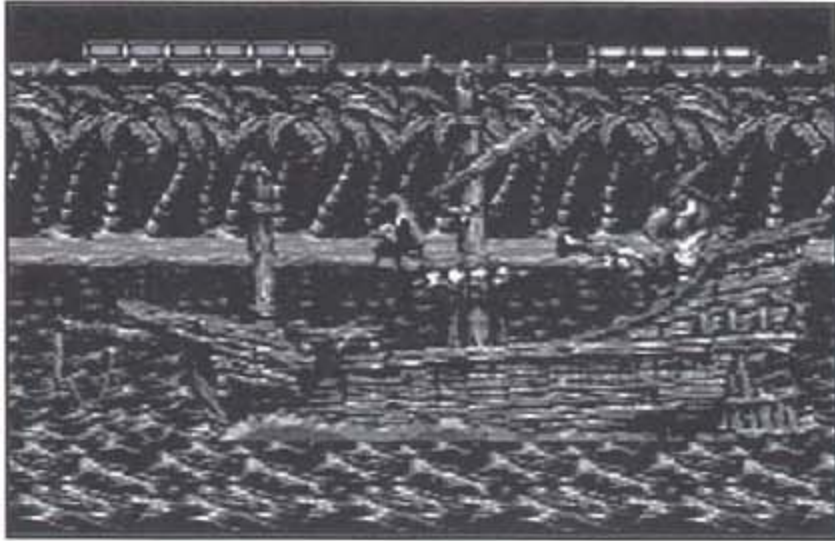

Here're some quick tips on how to deal with some of the different level guardians.

Herman the Hermit

Herman jumps up and down, trying to jab Puggsy with his razor-sharp claws. Herman's got a rather bad gas problem, though, and every once in a while, he'll spit up a bubble containing a shell. All you need to do is pop the bubble to drop the shell on Herman's head to defeat him.

Polly Pirate

Polly jumps around firing at Puggsy. All Puggsy has to defend himself is the occasional fish that gets washed up on deck. Position Puggsy near to the fish and press a button to
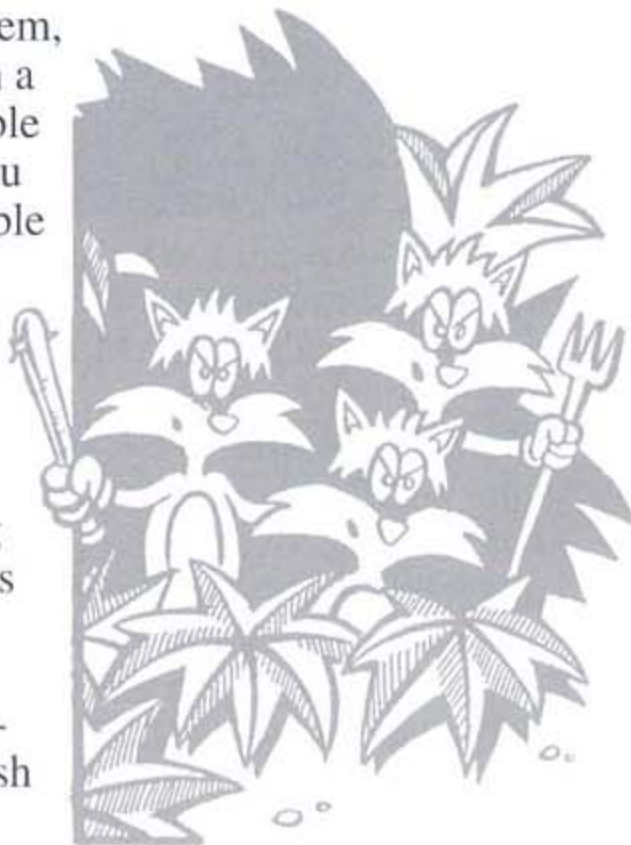
launch it. Unfortunately, the slippery fish is sometimes less than predictable...

The Emperor's Old Clothes

This fella throws his gloves at Puggsy. Little does he know that the ball that's rolling over his head can be dropped by Puggsy using the switches on the floor.

So Pharaoh So Good

Beware! The Pharaoh nose how to get Puggsy. But if Puggsy steps on the pressure pads at the right time, he can get the Pharaoh!

Flour Power

The nasty miller is throwing bags of flour at poor Puggsy! The only defense is to snatch the bags with the grabber and dump them over the miller's head using the conveyor belt.

Halitosis the Dragon

Avoid his breath at all cost! There's nothing worse than a dragon's breath in the morning! When you get the chance, sneak near him and sock him in the jaw.

If Looks Could Kill!

This is the biggest, nastiest, ugliest baddie there is! With laser beam eyes, and a nasty habit of dropping mines on Puggsy, this meanie's going to take some serious work! The only way to defeat this guardian is to give him a taste of his own medicine!

Credits (Who did this??):

Written and designed by: Andy Ingram and
                                        Jon Burton

Music/Audio by: Matt Furniss and
                                        Shaun Hollingworth

Produced by: Steve Riding
                                        Number 1 Puggsy Fan

European Documentation by: Richard Biltcliffe

U.S. Documentation by: Mark Tsai

Package Design & Artwork by: Keith Hopwood &
                                        Andy Smith

U.S. Packaging by: Harry Bernard

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If your Sega CD requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Customer Service Department at the number listed below. You will be advised of the estimated cost of repair and receive detailed shipping instructions.

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